

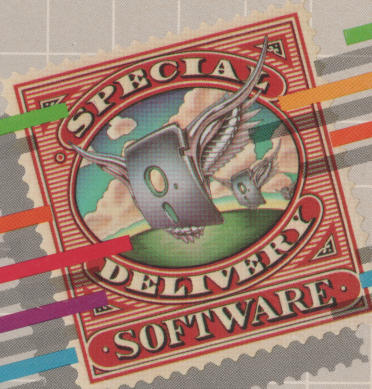
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PACKAGE



BRIDGE TUTOR

WITH PRECISION AND SCIENTIFIC BIDDING

Written by: Alex Hanuse
in conjunction with Apple Computer Inc.

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BRIDGE TUTOR

WITH PRECISION AND SCIENTIFIC BIDDING

Contract Bridge is a fascinating card game played by millions of people all over the world. BRIDGE TUTOR is for all of them. It is not meant to replace the fun of playing bridge as a social activity or in competition. BRIDGE TUTOR enables you to LEARN and PRACTICE the most often used bidding systems and the play of the hands. If you are already an advanced bridge player, you will likely use these programs to practice your favorite bidding systems. If you are an intermediate player, you will probably want to review the rules and conventions that allow you to communicate with your partner. And if you are just beginning to learn how to play bridge, you will be able to start from the basics of the game and practice progressively while learning.

BRIDGE TUTOR is recorded on two diskettes, labelled:

- Diskette #1
- Diskette #2

Diskette #1 contains the programs that explain how to bid and play the hands.

Diskette #2 contains the programs that generate random hands, quiz you and check your answers.

If you have a one-drive system, you may get started with either diskette #1 or diskette #2. If you have two drives, it is important to insert diskette #1 in drive #1 and diskette #2 in drive #2: otherwise a "File Not Found" error will result.

When you boot the system, you are asked "How many disk drives?". Tell the truth (1 or 2). Then, your basic options will be:

1. Practice on random hands.
2. Learn or review how to bid and play.

If your answer is 1, you will see this menu:

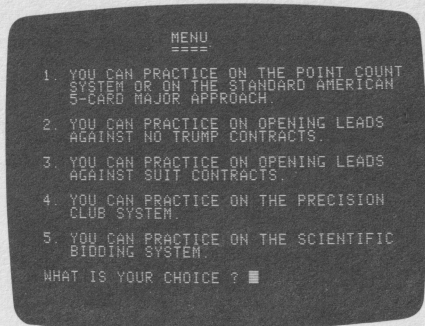


Figure 1.

As a BEGINNER, you should first learn how bridge is played, how to score, and how to evaluate your hand using the point count system (options 1 and 2). Select the appropriate subjects in the menu and read carefully the material that appears on the screen. Many pages end with a question that you have to answer before pressing the Return key. When there is no question, just press Return to read further.

When you feel comfortable with the point count system, you should practice using it. If you decide to do so immediately, select option #1 at the end of the chapter. If you have quit Bridge Tutor, restart it later and choose to practice. In both cases, this menu will appear:

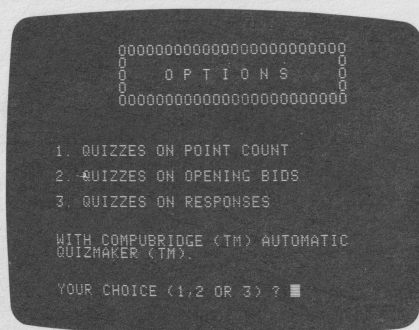


Figure 2.

Select the first Quiz Generator and its option #1. The program will shuffle a full deck of 52 cards at random and deal four hands. It will also count the High-card points (HCPs) and Distribution points (DPs) to compute the total Distribution and High-Card points (DHCPs). This will take some time since it uses a complex formula that makes sure that you will never be dealt the same hand twice. Be patient.

When the first hand appears on the screen, count your DHCPs and answer the question.

If you have correctly evaluated your hand, you will be able to proceed to another quiz. If not, the program will help you to find the correct answer. Notice that the program shuffles and deals every four hands.

The next step will be to learn a first bidding system. It is highly recommended that you start with the STANDARD AMERICAN approach, which is the "Esperanto" of all bridge players.

Start with the option to LEARN, and in the menu, select option #3. A sub-menu will appear:

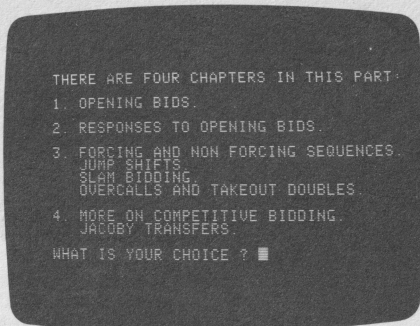


Figure 3.

Study first the opening bids (#1). It is recommended that you read the chapter entirely before practicing, because the Quiz Generator will randomly deal all kinds of openings. However, do not hesitate to practice as soon as possible, since you can alternately answer quizzes and review the theory. When you practice with the Quiz Generator, the answers should be given in the form: 1C, 1D, 1H, 1S, 1NT, 2C, etc. If you make a mistake you can try again or the program will tell you the correct bid.

The same back and forth strategy should be used to study the responses to opening bids. Read the theory, practice with the Quiz Generator, review the theory, practice again, etc. There is no limit to the number of different quizzes you can solve.

Before sitting at a table and enjoying playing, read the colorful lesson on Declarer's Play (option #4), the material on Opening Leads (option #5) and practice your leads. There are two specialized Quiz Generators on opening leads against no trump and suit contracts. The hands are generated randomly, but when you receive such a strong hand that it is unlikely that the opponents could be declarers, that hand is simply passed.

You still have to read the lessons on forcing and non-forcing sequences, competitive bidding, etc.

Above all, practice and practice again; it is the secret of fine bridge playing. It is also a good idea to have your favorite partners run these programs and exercise their skills.

If you are familiar with the Standard American approach or if you are already an Intermediate player, you will have noticed that most of your partners and opponents use a form of "natural" bidding where spades mean spades and clubs mean clubs. But you may also have played against opponents using a bidding system that sounds like a foreign language to you. You are now ready to understand them and perhaps to play in their language.

There are two main approaches used by intermediate and advanced players: the Precision Club and the Scientific approach. For both systems, Bridge Tutor presents a summary of the conventions and a bibliography. You will find them in the main menu under options #6 and #7, but at your level of expertise practice is needed most.

Appendix

NOTES REGARDING CONFIGURATION AND COPY PROTECTION

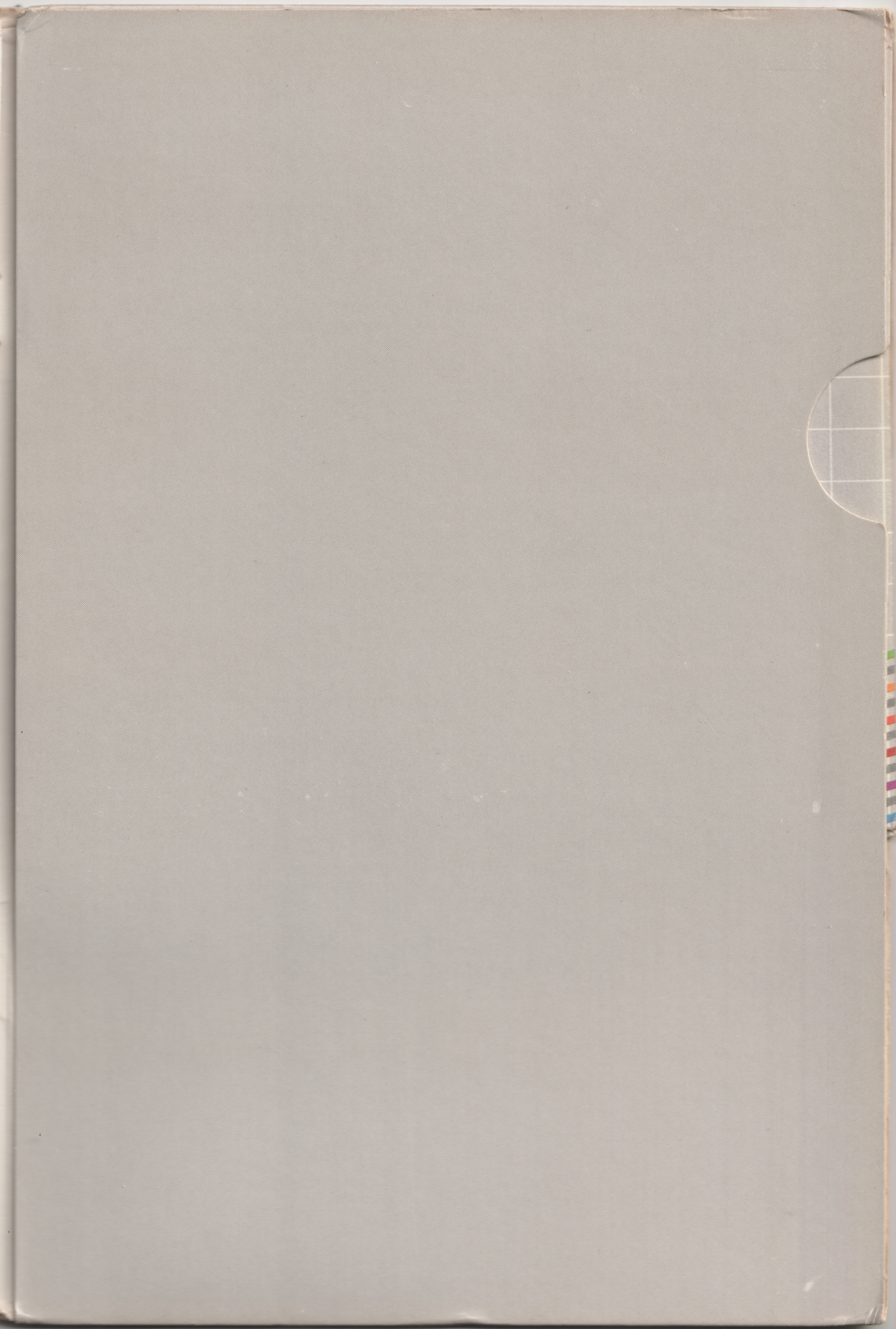
These programs will run on any 48K Apple which has Integer Basic available. Thus, they will run on any 48K Apple with the Language Card, any Apple II Standard, or an Apple II+ with an Integer Rom Card.

Special Delivery Software is copy protected, except in the case of program utilities or template-applications for major products (e.g. Apple PILOT).

In order to provide you with a backup capability, we enclose duplicates of your program diskettes. You should definitely store your backups in a safe location, and NOT use them. In the event a protected diskette becomes damaged within the time period of Special Delivery Software's media warranty, you may return the diskette to us for replacement, and continue to use your backup until we can send you a replacement.

Unlike most other copy protection schemes, our method is selective; protected and unprotected files may reside on the same disk. In the case of BRIDGE TUTOR, however, all files on the disks are protected. These disks use a non-standard version of DOS; although you will be able to catalog the files on these disks from normal DOS, you will only be able to run the programs if you boot from the disks which we provide.

If you use control-c or reset to exit any of these programs, if an error causes you to exit, or if you use an exit option and return to basic command level, you will find that a strange occurrence takes place. The very next thing that you type will cause the screen to fill with "R"s and your computer will hang. This is normal and is a result of the copy protection process. Either power down or press reset and boot up again to restart your computer.





BRIDGE TUTOR with PRECISION
CLUB and SCIENTIFIC BIDDING

VOLUME 1
C2E0007 MASTER

DEMO DISK

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